
State Soft Presents:

Flip & Flop



SYSTEM REQUIREMENTS

Commodore® 64 Computer
Joystick(s) 1 to 2
Cassette Player

Loading

Cassette — Remove all cartridges, place tape into cassette player, press REWIND and ensure tape is completely rewound. THEN:

- i Press SHIFT and RUN/STOP keys together and START cassette player. *OR*
- ii Type LOAD, press RETURN key and start cassette player.

The program will now 'FAST LOAD' and run automatically.

Function Keys

Commodore: Function:

F1	= PLAY/START GAME
F3	= CHOOSE SKILL LEVEL
F5	= NO. OF PLAYERS
	1 Player/1 Joystick
	2 Players/1 Joystick
	2 Players/2 Joysticks

SPACE BAR = PAUSE (press again to resume play)

Player Options

- 1 Player, 1 Joystick
- 2 Players, 1 Joystick
- 2 Players, 2 Joysticks

The game may be paused at any time during play by pressing the Space Bar, press again to continue play.

The Game

After loading you will see the title sequence. The playfield is comprised of squares that make up platforms. These represent the Zoo of the Future, where our two characters, FLIP the Kangaroo and MITCH the Monkey, try to escape from captivity. Both want to get back to the circus, to see their friends — the Muscleman, the Lion, the Clown and all the others.

In order to escape from the zoo, FLIP and then MITCH alternately try to flip over all the indicated squares. Every 5th level this will activate the magic ladder, which leads them to the circus below. First you are FLIP the Kangaroo hopping from square to square, often with the Zookeeper in hot pursuit. Then the entire screen flips upside-down and you are MITCH the Monkey hanging from the underside of the maze, swinging from square to square. Sometimes the Zookeeper's Flying Net chases after you.

Objective

The objective is to play both characters, FLIP and MITCH, through as many levels as possible without losing all your chances or "tries". You begin the game with 5 tries and gain a bonus try after successfully completing a level.

Obstacles

Beginning at level 3, the Zookeeper is trying to prevent FLIP from escaping the zoo. Beginning in level 4, the Zookeeper's Flying Net is trying to catch MITCH. If either of them is caught a "try" is lost, but you are able to continue where you left off. Be careful of overstepping the maze and falling off, or you will lose another "try". There are sticky squares throughout the mazes that act like fly paper. If you are stuck, listen for the cymbal clash which indicates you are free to move. Once these squares have been used they are no longer "sticky". (See Strategy/Tips). Both the characters and the pursuers become stuck for less time as the levels increase.

The last obstacle is time. If the clock runs out before you have completed a level, you lose a "try" and the level starts over again. The clock is reset to the full time allowed for that level. More time is allowed for larger, more complicated levels. If the clock runs out on your last "try" the game will end.

Levels

There are a total of 36 levels in FLIP and FLOP. At the start of a new level there is a drum roll as the pattern builds, then the clash of a cymbal and you're off! During the first 13 levels, the maze builds to its maximum size and can be selected by the player. From level 13 on, you must win to advance levels. The Zookeeper and his Flying Net become more and more aggressive in the higher levels. In some levels there are double patterns that must be completed. Each indicated square must be landed on twice. The first time you land on a square an "X" appears. The second time it will flip over. (See Strategy/Tips).

Scoring

You are awarded 25 points for each square flipped over. When a maze is completed you receive 5 points for each second of time remaining. The high score is displayed at the bottom of the screen for each round of play.

Intermissions

There are 7 animated reward intermissions, one every 5 levels. They show FLIP or MITCH back with their friends under the big top! You can press the fire button to abbreviate or skip over the intermissions.

Strategy/Tips

Learning: Levels 1 and 2 are small mazes without the Zookeeper and his Flying Net. Use these two levels to practice.

Optical Illusion: When you play level 2, and all even numbered levels, the entire maze flips upside down. There is a different illusion of perspective, as MITCH hangs from the maze.

Crossing: The platforms can only be crossed where a ladder bridge exists. You cannot jump across the air to another platform.

Rapid Movement: For repeated moves along the same line of direction, press the joystick in that direction. In certain areas of the maze you can race across a platform, down a ladder and across another platform in one motion of the joystick. Careful, don't forget to stop!

Double Patterns: Some levels have double patterns. You must land on the indicated squares twice.

Sticky Squares: Use the stick squares by luring the Zookeeper and the Flying Net onto them for a momentary reprieve of their chase. Be careful not to get stuck yourself. After a sticky square is used it becomes a normal blank square. At the higher levels (from 25 on up) there are no sticky squares.

Good luck!

Credits

The circus theme music was programmed by Jerry White, based on the original Julius Fucik composition "Entry of the Gladiators". Intermission graphics by Preston Stuart.

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1871

Received of the Hon. Secy of the Navy
the sum of \$1000.00 for the purchase of
the ship "Albatross" for the service of the
Navy. This sum is to be paid to the
Navy Department, and the ship is to be
delivered to the Navy Department.

The ship "Albatross" is to be
delivered to the Navy Department
on or before the 1st day of January
1872. The ship is to be delivered
to the Navy Department in good
condition, and is to be ready for
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1871-1872